

L Number	Hits	Search Text	DB	Time stamp
1	68783	345/\$.ccls.	USPAT; US-PGPUB; EPO; JPO	2004/09/02 17:14
4	4158	display near buffer	USPAT; US-PGPUB; EPO; JPO	2004/09/02 17:15
6	883	((display near buffer) and ((io or i/o or (input same output)) with buffer))	USPAT; US-PGPUB; EPO; JPO	2004/09/02 17:17
8	456	((display near buffer) and ((io or i/o or (input same output)) with buffer)) and counter	USPAT; US-PGPUB; EPO; JPO	2004/09/02 17:19
9	299	((display near buffer) and ((io or i/o or (input same output)) with buffer)) and counter and ram	USPAT; US-PGPUB; EPO; JPO	2004/09/02 17:19
10	0	((display near buffer) and ((io or i/o or (input same output)) with buffer)) and counter and ram and (graph with generator)	USPAT; US-PGPUB; EPO; JPO	2004/09/02 17:21
12	111	((display near buffer) and ((io or i/o or (input same output)) with buffer)) and counter and ram and (graph\$3 same generat\$3)	USPAT; US-PGPUB; EPO; JPO	2004/09/02 17:22
13	48	((display near buffer) and ((io or i/o or (input same output)) with buffer)) and counter and ram and (graph\$3 same generat\$3) and (text with display)	USPAT; US-PGPUB; EPO; JPO	2004/09/02 17:23
14	31	((display near buffer) and ((io or i/o or (input same output)) with buffer)) and counter and ram and (graph\$3 same generat\$3) and (text with display) and converter	USPAT; US-PGPUB; EPO; JPO	2004/09/02 18:06
15	0	graphics adj engine	USPAT; US-PGPUB; EPO; JPO	2004/09/02 18:06
16	1181	graphics adj engine	USPAT; US-PGPUB; EPO; JPO	2004/09/02 18:07
17	113	(graphics adj engine) and (display near buffer)	USPAT; US-PGPUB; EPO; JPO	2004/09/02 18:07
18	30	((graphics adj engine) and (display near buffer)) and ((display near buffer) and ((io or i/o or (input same output)) with buffer))	USPAT; US-PGPUB; EPO; JPO	2004/09/02 18:07
19	17	((graphics adj engine) and (display near buffer)) and ((display near buffer) and ((io or i/o or (input same output)) with buffer)) and ((display near buffer) and ((io or i/o or (input same output)) with buffer)) and counter	USPAT; US-PGPUB; EPO; JPO	2004/09/02 18:07
20	16	((graphics adj engine) and (display near buffer)) and ((display near buffer) and ((io or i/o or (input same output)) with buffer)) and ((display near buffer) and ((io or i/o or (input same output)) with buffer)) and counter and ((display near buffer) and ((io or i/o or (input same output)) with buffer)) and counter and ram	USPAT; US-PGPUB; EPO; JPO	2004/09/02 18:08
21	10	((graphics adj engine) and (display near buffer)) and ((display near buffer) and ((io or i/o or (input same output)) with buffer)) and ((display near buffer) and ((io or i/o or (input same output)) with buffer)) and counter and ((display near buffer) and ((io or i/o or (input same output)) with buffer)) and counter and ram and (((display near buffer) and ((io or i/o or (input same output)) with buffer)) and counter) and ram and (graph\$3 same generat\$3) and (text with display) and converter	USPAT; US-PGPUB; EPO; JPO	2004/09/02 18:08